

Season 3 Episode 24

Arcade on Fire

Jason waltzes down a bright San Francisco street. Jason ends up walking through a park where he sees a bag of something under a tree. Jason spots the bag and he goes to it. Jason said, "Someone must be hiding something important. It must be so important that the only way to hide it is in a fabric bag in the middle of the park where it can easily be spotted." Jason opens the bag and he finds it is filled with quarters. Jason said, "This bag is loaded with quarters. My mind is spinning with all the things I can buy with it." Jason gets visions of him buying all kinds of electronics and toys and collectables. Jason then gets visions of him saving his quarters and getting taxed by the bank. Jason sees himself ending up in a court of law for stealing quarters. Jason sees himself getting charged with fraud and he gets sent to jail because he used stolen quarters. Jason said, "If I go around the town and spend this, I might get charged with some weird charge I didn't know existed. I have an idea."

Jason goes to the local pizza place. Jason waltzes in the place and he said, "My favorite arcade machine of Mrs. Pack-Guy is here so I can..." Jason walks to where the machine is supposed to be and he sees a darker spot on the wall and on the floor of where the machine used to be. Jason said, "What gives? What happened to Mrs. Pack-Guy?" The pizza clerk said, "Some agency came in and they claimed they were from some secret government office. They took the machine and left without answering any of my questions." Jason goes to a local laundromat and he said, "At least this place has a Buzzle Popple machine." Jason goes to where the machine is supposed to be and it is gone with a slightly darker spot on the floor and wall where it was. Jason said, "They got this machine too?" Jason goes to the mall and he said, "This mall has had a good selection of arcade games. I remember going here since I was a kid to play some shooters." Jason goes to the arcade section of the mall and he sees some weird looking agents are unplugging the machines and setting them to be removed from the place. Jason confronts one of the strange agents and Jason said, "Hey! What gives?" The agent ignores Jason and he pushes Jason away so he can continue to collect the machines. Arcade machines are sprawled around the section of the mall. Jason notices that one of the arcade cabinets is opened up with a large exposed opening. Jason said, "I need to know where all these arcade machines are going to." Jason goes inside of the machine and he closes the door. The agents grab that cabinet and they load into a crate with several other machines. The crates get brought to a large transport truck and it drives off to the outskirts of San Francisco.

Mason is in his lab working on a gadget. Mason's large communication TV comes on and Captain Fusion is on the screen. Captain Fusion said, "Mason. It is urgent. Do you know where Jason is?" Mason said, "Jason is just waltzing around town again and living in his own world." Captain Fusion said, "I have been trying to reach Jason. I want him to test out my new training battleground. He will need to ace my tests if he wishes to replace me someday. He already failed the first test by not being available when needed." Mason said, "I am sure Jason is getting too caught up in something. He does that a lot." Captain Fusion said, "I can try looking for him but my Fusion Tracking Device I use to track the two of you doesn't seem to be working on him. It is like he is in some kind of dampening field." Mason said, "Maybe my tracker works." Captain Fusion said, "You have a tracker for Jason?" Mason said, "I put tracking devices in every pair of his underwear. His underwear is one of the only things he wears that he's least likely to lose. I will see if I can find him." Mason goes to his computer and he starts up his Jason Tracker software. It shows that Jason is located on the outskirts of civilization in a lush and green bioreserve. Mason said, "Jason's signal is coming from some lush bioreserve on the outskirts of San Francisco." Captain Fusion said, "Something is horribly wrong here. Jason never goes to that part of the city. I thought I was the only one that knew that part of the city existed. I will pick you up in the Fusion Mobile. From what we know, Jason could be in mortal peril."

Captain Fusion drives the Fusion Mobile with Mason sitting in the passenger seat. Mason has his laptop on his lap and it shows the coordinates of Jason. Mason said, "We are heading to where Jason is." The Fusion Mobile drives off away from the city civilization and heads into lush green territory.

Jason is asleep in the cabinet and he has nightmares about arcades all over the world disappearing. Jason gets woken up by a thud. The arcade cabinets are in a large building where a robotic arm grabs onto each machine and crushes them and drops them into spinning cylinders with spikes on them. Jason's cabinet gets lifted up and the door opens and Jason falls out of the door and he holds onto it. Sweat pours off Jason's face and he looks down and sees the peril below. Jason starts yelling. The arm is about to crush the cabinet but then General Philip Williams (Dark Universe Captain Fusion) is standing in his own section located high above everything else and is watching the entire operation. Philip spots Jason about to get crushed and Philip presses the emergency stop button. Everything stops and the arm slowly brings Jason to the floor. Philip Williams walks up to Jason and he said, "Jason. I was not expecting to see you here." Jason said, "So you are the one behind this. Why do you want our arcade games so much?" Philip said, "Ah, yes. That is a very easy question for me to answer. You see, arcades used to be how people played video games but now people have been gravitating away from them thanks to the invention of home video game systems. I just recently learned of these arcade machines and I found them to be quite

interesting.” Jason said, “So interesting that you think it should all belong to yourself like everything else you self-entitled frick.”

Philip said, “Let me explain. A lot of businesses have been getting rid of their arcade machines in recent years due to their decline. I simply acquired them so I can use the valuable materials they are made with. You don’t realize it but an arcade cabinet is a gold mine of electronic and technological materials. Those materials can easily be recycled and made into newer better arcade cabinets that play new and unique games that cannot be played anywhere else.” Jason said, “What do you mean by, ‘new and unique?’” Philip said, “You are going to see for yourself.” Philip drags Jason to a thing on the wall that you place your eyes into. Philip forces Jason to put his eyes into the viewer and Philip uses a strap on the thing to strap and secure Jason’s head in place. Philip said, “This is going to be like no other game you have ever played before.”

Jason is sucked into a world that looks realistic and lifelike (for what realistic and lifelike is in Jason and Mason’s world.) Jason looks around and he sees he is on a street in San Francisco and the sky is red. Everything around him looks red. He sees large killer robots with American flags painted on them break out of the ground and begin to attack the city. The robots target Jason and they fire volleys of shots at him. Jason runs and he hides behind a garbage dumpster. Jason sees Uncle Sam on the street dipping someone into a small tub of red water. Dark Universe Captain Fusion in his inverted red suit with a black CF on it meets up with Jason. Dark Universe Captain Fusion said, “Check out this new battle mech I made.” Dark Captain Fusion presses a button and a large robot mech that looks like Dark Captain Fusion rises from the ground. Dark Captain Fusion grabs onto Jason’s arm and they jump into the mech. Jason controls a turret on the mech while Dark Captain Fusion drives the mech. More killer large robots with American flags painted on them come after the Dark Captain Fusion mech. Jason said, “What do I do?” Dark Captain Fusion said, “You use the turret and you gun down the mechs.” Jason takes control of the turret and he fires away at the American robots and he guns them down and destroys them.

Captain Fusion drives the Fusion Mobile on the roads that go through the lush greenery. Mason said, “We are very close. He is right... in there.” The Fusion Mobile is stopped by a large black metal gate that guards a two-story white building with blue tinted windows. Captain Fusion said, “There is one way we can get through this.” Captain Fusion rams the Fusion Mobile into the gate and it breaks open and he speeds into the lot the building is on. Mason said, “Now how are we going to get into the building? It doesn’t look like there are any doors.” Captain Fusion said, “I think I know how.” Captain Fusion turns on a scanner on the Fusion Mobile and it detects an energy signature that comes from a wall on the side of the building. Captain Fusion said, “I

think I found our entry.” Captain Fusion activates the machine guns on the Fusion Mobile and he guns away at the wall and it breaks revealing an opening into the building. Captain Fusion rams the Fusion Mobile into the building. Mason said, “We don’t know what is going to be in this building. There could be all kinds of dangers we could never imagine.” Captain Fusion said, “It’s ok. I just upgraded the shielding on this Fusion Mobile. It can take an unreal amount of punishment.”

Captain Fusion drives into the building and he ends up on an assembly line. Captain Fusion drives down several machines with eye pieces on them. Large defense robots are spawned from underneath the assembly line. They aim their weapons at Captain Fusion. Captain Fusion equips his machine guns and he fires at them but the bullets bounce off the robots. The robots fire several ballistic missiles and machine gun rounds at the Fusion Mobile and the Fusion Mobile remains intact. Captain Fusion puts the Fusion Mobile into full throttle and it is stuck in the same spot on the assembly line. Mason said, “It looks like we are stuck on this assembly line.” Captain Fusion said, “Not for long.” Captain Fusion steers the Fusion Mobile off the assembly line and it falls onto the floor beneath. Captain Fusion drives away as the defense robots chase after the Fusion Mobile.

Jason is using the turret to gun down everything he sees with the American flag painted on it. The Fusion Mobile shows up and it is painted as the American flag. Dark Captain Fusion said, “There’s our main target. Gun it down as fast as you can for the maximum score.” Jason aims the turret at the Fusion Mobile and he open fires on it and he hits it and keeps firing on it. Captain Fusion drives the Fusion Mobile (in real life) around a defense turret and the defense turret keeps firing on the Fusion Mobile. It hits the Fusion Mobile with a rapid stream of fire and it hits other parts of the Fusion Mobile which causes the Fusion Mobile to flip over on its back. Captain Fusion and Mason leave the Fusion Mobile and they are approached by the agents and Philip Williams.

Jason is in the turret and American flag painted Captain Fusion and Mason leave the Fusion Mobile. Dark Captain Fusion said, “There’s our main enemy. You stay here. Only shoot at them if you see me get pinned down.” Jason stays at the turret and Dark Captain Fusion confronts Mason and Captain Fusion. Back in real life, Mason and Captain Fusion are confronted by Philip Williams dressed as the inverted Captain Fusion. Dark Captain Fusion said, “So you’ve found me. I didn’t think you would find this place. I didn’t even think anyone knew this land existed.” Captain Fusion said, “I knew it existed. It is a rare treasure in San Francisco that almost no one knows about.” Dark Captain Fusion said, “That’s good. That means if you call for help, no one will know where to find you.” Dark Captain Fusion sends out the agents and they go to fight Captain Fusion and Mason. Captain Fusion fights off the agents and Mason uses his

boxing glove on a coil to beat down some of the agents. Dark Captain Fusion jumps at Captain Fusion and they fight.

Captain Fusion smacks Dark Captain Fusion and Dark Captain Fusion uppercuts Captain Fusion. Mason sees that the Captain Fusion's are dueling each other in a fight and Mason slips away from the scene unnoticed. Mason runs and he finds an entrance to the upper command center part Dark Captain Fusion was at earlier. Mason gets to the control panel. Mason said, "There must be something in here that can show me where Jason is." Mason sees a screen with a switch that reads, "View status of game." Mason flicks it on and it shows a battleground map. It shows a spot marked with Jason's head. Mason highlights Jason's head and he selects it and it shows footage of Jason sitting in the turret of the Dark Captain Fusion mech and he is watching Dark Captain Fusion fight against American flag painted Captain Fusion. Mason said, "This fight looks familiar." Mason sees that the fight in the game is exactly copying the fight going on in real life. Captain Fusion gets the better of Dark Captain Fusion and Captain Fusion pins Dark Captain Fusion to the ground. Captain Fusion said, "You will give us back our Jason and you will return to your dark and pitiful universe." Dark Captain Fusion said, "Jason. I need backup." Jason (in the game) controls the mech and he makes it fire on Captain Fusion. A turret appears in the section the Captain Fusions are fighting in real life and it blasts Captain Fusion. Captain Fusion goes sliding across the floor and Dark Captain Fusion gets up. Jason (in the game) targets American flag painted Captain Fusion and the turret (in real life) is targeting Captain Fusion. Mason said, "Jason is controlling that turret to gun down Captain Fusion and he thinks it is only a game. There must be a way for me to intervene." Mason sees a selection on the screen that displays information on the game. The screen reads, "This game is networked and can be played by anyone that connects their eyes to the viewer on the cabinet." Mason said, "Viewer on a cabinet?" Mason sees there is one of those conveniently placed in the control room. Mason connects his eyes into the machine and he appears in the game.

Mason appears on a destroyed street that is being attacked by robots with American flags painted on them. The American flag robots target Mason. They open fire on Mason. Mason spots the gun on one of the robots. Mason uses his boxing glove on a coil to punch the robot's hand making him shoot himself in the head and killing himself. Mason grabs the robot's gun and he uses it to gun down more of the American robots. Mason runs down the street and he sees the Dark Captain Fusion mech. He sees Dark Captain Fusion standing victorious over the American flag painted Captain Fusion. Dark Captain Fusion said, "You see. I am the real deal." Mason said, "No you are not." Mason confronts the Dark Captain Fusion. Dark Captain Fusion said, "Ah, Mason. I don't see any American flags or symbols painted on you. You must have turned to the right side then." Mason uses his boxing glove on a coil on the Dark Universe Captain Fusion and he punches him in the face and he goes spinning away.

Mason said, "If this counts as being on the right side then I guess I am on the right side then." Dark Captain Fusion signals for his mech and he said, "Jason!" Dark Captain Fusion points to Mason and he said, "This guy is a traitor. Do your thing." Jason is still in the turret and he targets Mason. Mason waves his arms around and he said, "Jason. It is me, Mason. You wouldn't shoot me. We've known each other for years." Jason gets a moment of realization. He remembers Dark Captain Fusion throwing him into the game and he remembers him and Mason fighting against Dark Captain Fusion in the past. Mason said, "None of this is real. This is just a stupid game." Dark Captain Fusion takes out a chainsaw and he runs for Mason and he said, "You call this a stupid game?" Jason uses the turret and he blasts Dark Captain Fusion and Dark Captain Fusion fades away. Jason leaves the mech. Jason goes to Mason and he said, "How did you get to this place?" Mason said, "This is all some sort of propaganda game Captain Fusion's dark counterpart set up. We just need to disconnect our eyes from this game and we will be back in reality." Jason and Mason reach for the back of their heads and they disconnect their eyes from the game.

Mason appears back in the control room. Mason finds switches that unlock all the security doors and shut off all the security systems in the place and he sees Jason run out a door. Mason runs back down and they reunite. They see the injured Captain Fusion lying on the floor. Dark Captain Fusion stands over them and he said, "You are not getting out of this easy. I will be your new Captain Fusion. You should honor me and respect me because I am providing a valuable service to your universe. Dark Captain Fusion grabs onto Jason and Mason and he holds them high into the air. Dark Captain Fusion said, "I found a way to replicate the augment serum that made your Captain Fusion what he is. I am now just as powerful. Dark Captain Fusion gets a tight grip in each hand on the bodies of Jason and Mason. He begins to squeeze them tightly and their eyes begin to pop out. Jason and Mason yell, "Captain Fusion! Help!" Captain Fusion tries to get up but he falls back down. Jason said, "Then someone else, HELP!!!"

A mob of vernitians (an alien race with green skin and no legs but with big feet on their bodies, long thin arms, long thin necks and round heads that have almost a lizard like look) storm the place. One of them points to Dark Captain Fusion and he said, "There he is. It looks like he has no defenses now. Let's get him." The vernitians run for Dark Captain Fusion and they beat the crap out of him. Jason and Mason are set free and they stand on the sidelines and watch the vernitians beat up Dark Captain Fusion. The vernitians pick him up and they take him out of the building. The lead vernitian goes to Jason and Mason and he said, "Thanks for giving us back our community center." Jason and Mason said, "Community center?" The vernitian said, "This used to be our community center until this guy claiming to be a hero took it from us. We vernitians know your government would freakout if they found out about us so we stay in this obscure part of the city that almost no one knows about." Jason and

Mason give each other weird looks. Jason said, "The Fusion Mobile is still knocked down." The lead vernitian said, "I can do something about that." The lead vernitian and some other vernitians go to the flipped over Fusion Mobile and they flip it back right side up. The lead vernitian said, "Well, good day sirs." They leave. Captain Fusion gets up and he walks to Jason and Mason. Captain Fusion said, "Who are those freaks?" Jason said, "Beats me."

Jason is at the pizza place playing the Mrs. Pack-Guy machine that is back there. Mason enters the pizza place and he said, "Jason. It has been a few weeks now and you still come here every day for hours on end to play Mrs. Pac-Guy." Jason said, "I realize that arcade machines are not going to be around forever so I thought I would play on this one as much as I can. It is only twenty-five cents a play and I can make games of this last a long time. I also still need some soul cleansing after that traumatizing video game that evil Captain Fusion made us play." Mason said, "Suit yourself then."

Dark Captain Fusion is tied to a tree in the woods somewhere while a bunch of vernitians dance around and play music around him. Dark Captain Fusion breaks free and he tries to run a way but the vernitians grab onto him and they place him back on the tree.